



No. 3

# LENOZOIC TALES

\$2.00

\$2.80 Canada



MARK CHAMBERLAIN  
© 1987

# PRECAMBRIAN TIME

PERIOD		MILLIONS OF YEARS AGO
CAMBRIAN	Some think the seeds of the Cenozoic's cataclysmic demise were sown as early as the eighteenth century. What is known is that by 1987 A.D., the series of geological upheavals that would signal the unprecedented fall of an era had already begun.	570
ORDOVICIAN		500
SILURIAN		435
DEVONIAN		410
MISSISSIPPIAN		360
PENNSYLVANIAN		330
PERMIAN	Although the enormous <i>pattern</i> and unfortunate <i>cause</i> behind the global catastrophe would not be discovered until many years later, by the early twenty-first century, mankind had begun its retreat from an increasingly inhospitable surface to the safety of vast subterranean shelters.	290
TRIASSIC		240
JURASSIC	By 2020 A.D., the churning, spitting Earth came to a <i>boil</i> . Billions died and entire species were consumed. The few surviving humans huddled in their scattered iron and steel tombs and waited...	205
CRETACEOUS		140
TERTIARY	Four hundred and fifty years after it had sealed itself off, mankind returned to the daylight, and was greeted by a radically altered world...A world that logically should not exist...A world fully populated by an unprecedented, eclectic ecosystem!	65
QUATERNARY	Now, come with us through <i>beauty</i> and <i>terror</i> , <i>mystery</i> and <i>paradox</i> . Come with us to the...	2
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# XENOZOIC ERA

Editor  
**DAVE SCHREINER**  
Letters  
**DENISE PROWELL**

2nd story pencils & inks  
**STEVE STILES**

Production  
**JAN MANWEILER**

Cover color  
**RAY FEHRENBACH**  
Publisher  
**DENIS KITCHEN**

Writer & Artist  
**MARK SCHULTZ**

XENOZOIC TALES No. 3, Second printing published January, 1989. Published by Kitchen Sink Press, Inc., No. 2 Swamp Rd., Princeton WI 54968. Entire contents copyright © 1987, 1989 by Mark Schultz. All rights reserved. Any resemblance to any person living or dead is unintentional. Price: \$2.00 U.S.; \$2.50 Canada. **Letters:** Send to the address above. **Retailers:** contact us for distribution information. **Collectors and readers:** Write us for free catalog of our other fine books, magazines and comics. If you need other issues of XenoZoic Tales, we got 'em. Eight have been published so far, and continue on a quarterly schedule. This is the second printing of XenoZoic Tales No. 3. Printed in U.S.A.



... HIS FAVORITE CADDY, REMFRO. I BAITED HIM INTO RUNNING HIS COUPE DE VILLE AGAINST THE STORM AND WE SMASHED IT.

I'M NOT EVEN SURE WHY I STARTED IN ON HIM... IT WAS ALL SO STUPID.



HE HASN'T SPOKEN TO ME SINCE...

I THINK JACK'S PROBABLY JUST AS ANGRY WITH HIMSELF...



... AND THEN THERE'S THE GOVERNORS. AS THE WASSOON REPRESENTATIVE, THEY MAY HAVE TO COURT MY FAVOR...

BUT I DO BELIEVE THEY RESENT ME.



I GUESS OUR LITTLE ESCAPADE WITH THE ZEKES DIDN'T HELP ANY. THE ZEKES HAVE SAVED LIVES, BUT I HANDLED IT WRONG.

I WISH I WAS GOING HOME NOW.



FIRST, THOUGH, I GOTTA GET THROUGH TOMORROW'S NEGOTIATIONS.

HERE'S TO A SUCCESSFUL ALLIANCE BETWEEN THE WASSOON AND THE CITY IN THE SEA!

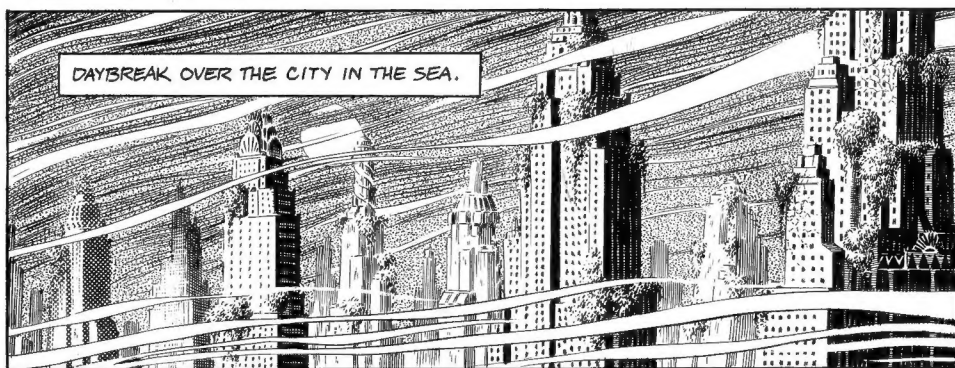


HERE'S TO MY FINAL BOUT WITH THE GOVERNING COUNCIL...



...THE GOVERNING COUNCIL... AND JACK TENREC...





# BENEFACTOR

IN THE GOVERNORS' CHAMBER AN UNEASY CHILL TINGES THE AIR...





AMBASSADOR DUNDEE AND WE OF THE COUNCIL HAVE HAMMERED OUT **MOST** OF THE DETAILS FOR A TRADE AGREEMENT. WE COULD GREATLY BENEFIT FROM THE WASSOONS' FISHING TECHNIQUES, AMONG OTHER THINGS.



HOWEVER, THE WASSOON ARE CONCERNED WITH THE INCREASING INFLUX OF **POACHERS** INTO THEIR DOMAIN. **WE** KNOW WHY THEY'RE BEING PRESSED TO GO THAT FAR SOUTH, DON'T WE, JACK?

SO THAT'S WHY YOU WENT ON THE CALHOON RUN!



THE WASSOON WANT YOUR CAMPAIGN **STOPPED**. **JIHAD--FOR THE GOOD OF THE TRIBE.**

YOU'RE TALKING POLITICS, TOULOUSE. YOU KNOW I DON'T TALK POLITICS.



YOU'RE ASKING ME TO IGNORE AN ATTITUDE THAT HELPED BRING ON THE CATACLYSM! THE POACHERS ARE JUST THE BEGINNING--EVERY VIOLATION OF THE COVENANT OUR ANCESTORS MADE WITH THE EARTH LEADS US CLOSER TO **ANOTHER DISASTER.**



REALLY, JACK. AREN'T YOU OVERSTATING IT A LITTLE?

YOU'RE BLIND! YOU'RE SLITTING YOUR OWN THROATS!



LOOK... WE ALL KNOW YOU'VE SHOWN SOME **REMARKABLE** INSTANCES OF--AH--**FORESIGHT** THAT HAVE SAVED THE LIVES OF **COUNTLESS** TRIBESMEN... BUT NOW

I KNOW WHAT I KNOW... AND I DON'T THINK YOU SHOULD TAKE MY... **INSTINCTS** SO LIGHTLY!

YOU TALK LIKE YOU'RE SOME KIND OF **HOLY MAN!** YOU'RE STRETCHING YOUR CREDIBILITY!







BUT *WE* UNDERSTAND THAT OUR RESPONSIBILITY LIES WITH OUR TRIBES, DON'T WE?--LISTEN-- JUST BETWEEN US, THE OTHER GOVERNORS ARE PLOTTING WAYS TO PUT THE *SQUEEZE* ON TENREC--AND I THINK YOU AND I REALIZE THAT WILL ONLY DRIVE HIM FURTHER AWAY.

YOU AND I ARE SENSITIVE ENOUGH TO HIS POSITION TO AVOID ALL THAT. *WE* COULD NEGOTIATE A COMPROMISE-- IF WE HURRY AND REACH HIM BEFORE THE OTHERS...

THEN LET'S GO.

WHERE'S GORGOSTAMOS GOING WITH THE WASSCOON?

...GOING TO GET HIS WINGS CLIPPED ONE OF THESE DAYS...

WHO KNOWS? HE'S BEEN SHOWING A LITTLE TOO MUCH *PERSONAL* INITIATIVE...

WITH THE GOVERNORS' PERSONAL LAUNCH, THE TRIP TO TENREC'S GARAGE IS A QUICK ONE.

JACK ISN'T HERE... TORE NORTH UP THE COAST NOT HALF AN HOUR AGO... LOOKED LIKE HE NEEDED TO COOL OFF.

NUTS! WE'VE WASTED OUR TIME.

NO! IT'S PERFECT! I...I MEAN WE'VE GOT TO TALK TO TENREC *ALONE*.

YOU'RE A TRACKER, AREN'T YOU? I CAN COMMAND DEER A COUPLE OF HIS PONIES...

JACK ISN'T GOING TO LIKE THIS...



YOU DON'T  
RIDE OFTEN, DO  
YOU, GORGOSTAMOS?

HOURS SLIP  
BY AS THE  
SUN CLIMBS  
THE SKY.

AT ONE HIGH POINT THE  
COASTAL PLAIN SPREADS  
BENEATH THEM.

OUR  
TROUBLED  
EXPERIMENTAL  
FARMS. YOUR  
WASSOON  
TECHNIQUES  
MAY BE THE KEY  
TO TURNING  
THEM  
AROUND.



HEY, W-WHAT'S  
HAPPENING!

N-NO PROBLEM!  
JUST A  
TREMOR...



THEY SAY IT HAPPENS  
QUITE OFTEN HERE.  
THERE--IT'S STOPPED.

LET'S  
GO ON.

SHADOWS DISAPPEAR. THE  
FLATS BAKE IN MIDDAY HEAT.



HE  
TURNED  
INLAND  
HERE.



THE WIND IS  
STARTING TO COVER  
HIS TRACKS. IF WE'RE  
GOING TO FIND HIM IT'S  
GOT TO BE SOON.





WELL, WE CAN EITHER  
WAIT HERE FOR HIM  
OR GO SCOUTING.



I'M AFRAID YOU'RE ON YOUR  
OWN. THAT RIDE JUST ABOUT  
DID ME IN. YOU GO AHEAD--  
ONE OF US  
SHOULD MIND  
THE HORSES.

ALL RIGHT... I WON'T GO FAR.

STAY IN THE SHADE, YOU  
DON'T LOOK SO GOOD.

FINE! BE  
CAREFUL!!





THIS  
COULDN'T BE  
WORKING OUT  
BETTER!



DUNDEE AND THE COUNCIL  
WON'T APPRECIATE THE  
DECEPTION, BUT THEY'RE TOO  
MUCH THE IDEALISTS TO BE  
TRUSTED WITH A PRACTICAL  
SOLUTION.



TENREC'S BEEN A THORN  
IN OUR SIDE FOR TOO LONG!  
THEY'LL **THANK** ME FOR  
THIS SOMEDAY...



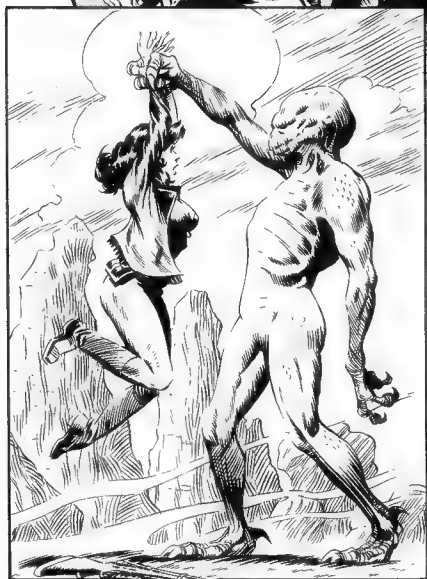
FIND HIM QUICKLY,  
DUNDEE! BRING HIM  
TO ME!



CREEPY  
PLACE!











HANNAH DUNDEE!  
THIS IS A SURPRISE!



NOW, NOW,  
CALM DOWN.  
NO ONE'S GOING  
TO HURT YOU.

"THESE ARE THE **GRITH**.  
THEIR DISTANT ANCESTORS  
WERE **SLITHERS**. LONG, LONG  
AGO... LONG BEFORE MAN...  
THEY EVOLVED A GREAT  
INTELLIGENCE."



IT'S QUITE  
UNUSUAL FOR  
THEM TO REVEAL  
THEMSELVES  
TO JUST  
ANYONE.



W-WHAT  
DO THEY  
WANT FROM  
ME?

I DUNNO.  
LET'S FIND  
OUT.

I'VE NEVER BEEN ABLE TO  
GRASP THEIR LANGUAGE, AND THEY  
DON'T HAVE THE MECHANICS TO SPEAK OR  
WRITE. AND THEY SURE DON'T THINK  
LIKE US.



THESE ARE OUR  
ONLY LINK.



I FOUND  
THESE TILES  
IN THE CATACOMBS.  
GOT NO IDEA WHAT  
THEY WERE USED  
FOR.



HOBB HERE  
IS MY CONTACT.

GO  
TO IT,  
HOBB.

THE GRITH  
SKILLFULLY  
MANIPULATES  
THE TILES.



HMMM...  
YOU'VE BEEN  
CHOSEN!  
THAT'S WHY  
YOU'RE HERE!



WHAT ARE  
YOU TALKING  
ABOUT? THIS  
IS CRAZY!

YOU'RE TELLING ME?  
I CAME DOWN HERE TO  
WARN THEM ABOUT  
YOU AND THE  
COUNCIL!



THE GRITH ARE CARETAKERS OF A SORT.  
THEY UNDERSTAND THINGS ABOUT THE  
EARTH THAT ONLY COME FROM AGES OF  
WORKING WITH IT--NOT FIGHTING AGAINST  
IT. THEY DON'T HAVE MUCH NEED FOR  
TECHNOLOGY.

THEY WANT  
TO WORK WITH  
US-- BUT CERTAIN  
PAST INCIDENTS  
HAVE CONVINCED  
THEM TO REMAIN  
CONCEALED.

YEARS AGO  
THEY CHOSE ME  
TO...DEAL WITH THE  
CITY WHEN NECESSARY.  
WE HAVE AN  
INTEREST IN  
AVOIDING ANOTHER  
CATAclysm.



NOW THEY'VE CHOSEN  
YOU. THEY OBVIOUSLY  
SEE SOMETHING IN YOU  
THAT I DON'T!

NO!  
THIS IS TOO  
MUCH! I- I'VE  
GOT A JOB  
TO DO...



THAT'S  
RIGHT--YOU DO.  
REMEMBER THE  
MESSAGE. WE'RE  
GOING ON A LONG  
TRIP SOON--  
THE DEEP,  
DEEP DOWN!



SUDDENLY, A NEW ARRIVAL BURSTS  
THROUGH THE GATHERING.

?









WHERE ARE THEY?  
IT'S BEEN HOURS!...THEY'VE  
BEEN SWALLOWED UP!  
HEH, HEH!



WHA...?

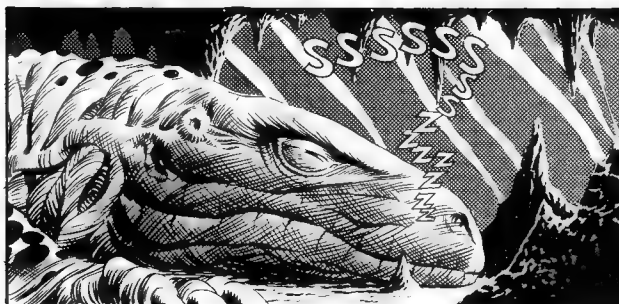


WE  
CAN'T  
GET  
AROUND  
THAT!

WE  
HAVE TO!  
BE CALM...STEP  
LIGHTLY.











HOW  
DID YOU KNOW,  
JACK?

CLEAN  
LIVING,  
ED.



JACK... DOWN THERE... TELL ME  
... WAS I DREAMING?

NOPE.  
IT'S ALL REAL.  
FOR WHATEVER  
REASON, THEY  
TRUST YOU.



WELL, THEY'RE  
WRONG. I'M UNDER  
NO OBLIGATION TO  
PLAY THEIR GAME!  
I'LL INFORM THE  
COUNCIL...

IT'S NO  
GAME---  
AND YOU WON'T  
TELL ANYONE.





# Hey gang! Get your great t-shirts NOW!



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or order from us:

Kitchen Sink Press • 2 Swamp Rd. • Princeton WI 54968

Please send the t-shirts I've checked below. I've remembered to CIRCLE my size. I understand that all are in FOUR COLOR, except *The Spirit*, which is white on black. Check, MO, or credit card acceptable.

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- ☐ *Xenozoic Tales*. First Schultz shirt! S M L XL \$12.95 & \$2 p&h.
- ☐ *Omaha* in all her colorful glory! S M L XL \$12.95 & \$2 p&h.
- ☐ *Return of Megaton Man*. At last! S M L XL \$12.95 & \$2 p&h.
- ☐ *The Spirit*, nifty white on black! S M L XL \$12.95 & \$2 p&h.
- ☐ KSP logo in full color! S M L XL \$12.95 & \$2 p&h.

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# At last, the truth about childhood!

Doug Potter's *Chips & Vanilla* tears away the myths of childhood and lays bare the tawdry reality of what children really are like...

Well, OK, maybe *Chips and Vanilla* isn't the latest Jackie Collins novel, but it's still pretty good. Darn good, we mean. Potter looks at some of the somber terrors facing kids—bullies, school, relations with the opposite sex, parents—through the eyes of a pre-adolescent just nudging into puberty. The kid teams up with an otherworldly dog, and then...

But see for yourself. *Chips & Vanilla* is an all ages book and it's on sale now at your favorite shop. From Kitchen Sink Press.



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**It's big!**

**It's bold!**

**It's bizarre!**

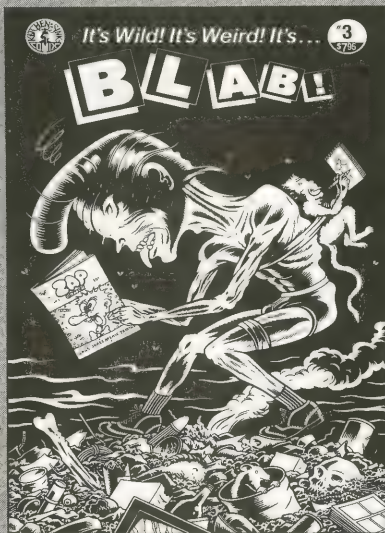
**Best of all,**

**It's back!**



**It's BLAB! 3**

**Buy it!**



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Yes, it's on the stands right now: Monte Beauchamp's **BLAB! 3**, a wild and woolly giant 112-page squarebound digest that serves up the absolute best in comics and culture. In **BLAB! 3**, you'll find Drew Friedman examining "Comic Shop Clerks of America"; Joe Coleman, Dan Clowes, Kim Deitch XNO and Spain Rodriguez drawing stories; the saga of Bazooka Joe; and a forum on Robert Crumb, featuring essays written by the likes of Alan Moore, Harvey Pekar, Charles Burns, Justin Green, and a swarm of others!

**BLAB! 3** is jammed to capacity with art, stories and articles about the things **YOU** want to read about! So what are you waiting for? Go get it **NOW**, tiger!

From Kitchen Sink Press.



THE CITY IS A JUNGLE! EVEN IN THE FUTURE, THIS REMAINS SO. WHEREVER HUMANS GATHER, A SEGMENT OF THAT POPULATION FORMS ITS OWN LAWLESS SUB-WORLD.

IT IS A WORLD RULED BY GREED, FEAR, AND INTIMIDATION!

A WORLD WHERE VIOLENCE IS THE ONLY RESORT!

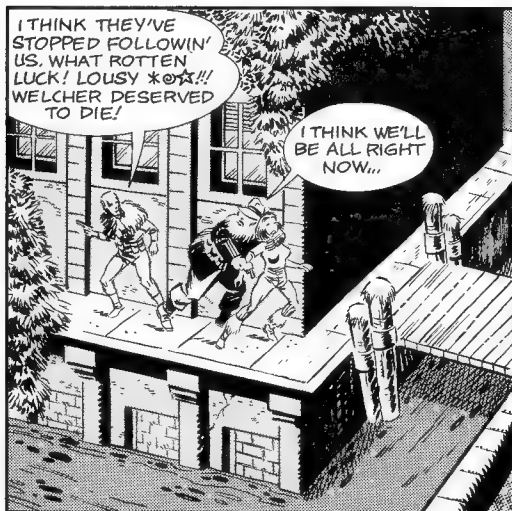


STORY BY MARK SCHULTZ

# THE ROAD NOT TAKEN

THE MEETING HAD GONE WRONG. THE POACHERS HAD BROUGHT **POWDERED HORN**, BUT THE **BLACK MARKETEERS** REFUSED IT, CLAIMING INFERIOR QUALITY. HEATED WORDS; THEN GUNFIRE. NOW ONE IS **DEAD** AND THE OTHER IS A **HOSTAGE**.





SOMETIMES EVEN THE **DARKEST** **CORNERS** OF THE CITY SEEM SUFFUSED IN LIGHT...



...AND THE CASUAL GLANCES OF STRANGERS WHISPER "NO PLACE TO HIDE!"...



... AS THE GUILTY MEN FEEL THE WORD PASS CLOSE BEHIND THEIR BACKS.

IT'S NO USE! OUR TIME'S RUN OUT! BOTH THE LAW AND THE BLACK MARKET'S GOT THE WORD OUT BY NOW! THERE'S NO PLACE TO HIDE!

WAIT A MINUTE! KEEP CALM! WE GOT ONE CHANCE...



"MESS O'BRADOVICH LIVES AROUND HERE SOMEPLACE! WHEN HE WENT STRAIGHT, HE TOLD ME WHERE HE WAS GONNA HOLE UP! I CAN REMEMBER..."



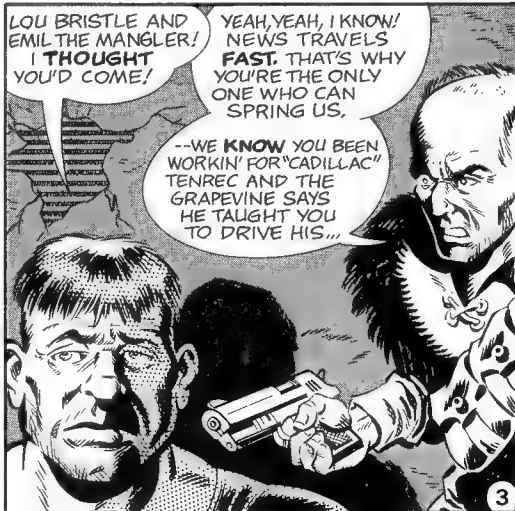
MESS! LONG TIME NO SEE!



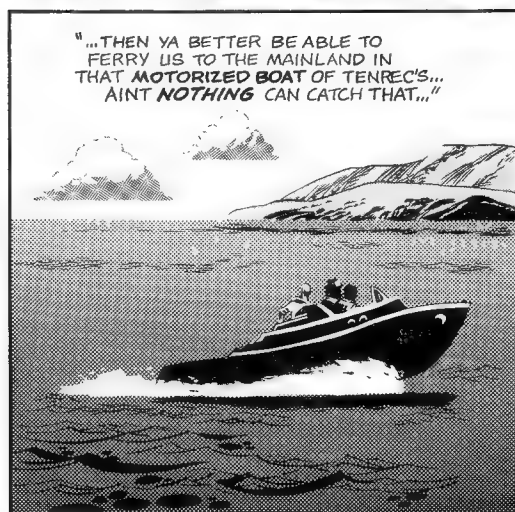
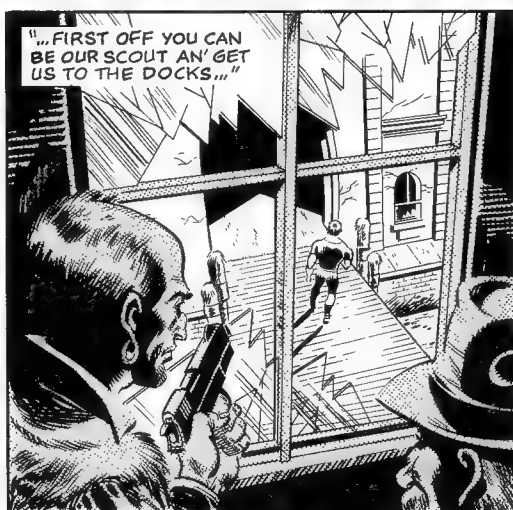
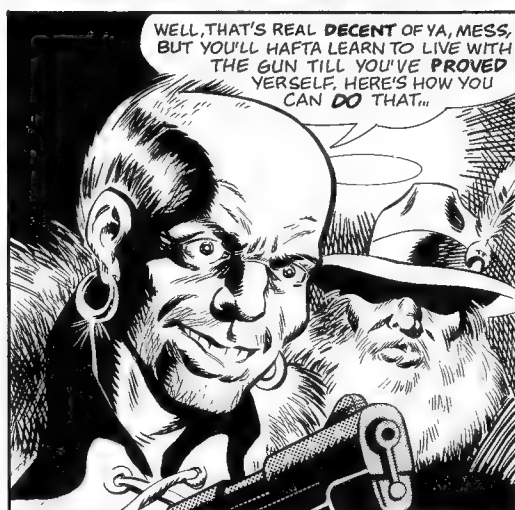
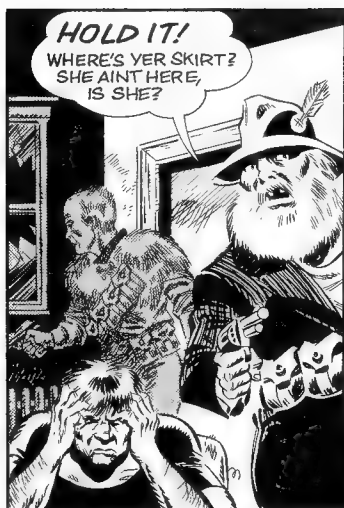
LOU BRISTLE AND EMIL THE MANGLER! I THOUGHT YOU'D COME!

YEAH, YEAH, I KNOW! NEWS TRAVELS FAST. THAT'S WHY YOU'RE THE ONLY ONE WHO CAN SPRING US.

--WE KNOW YOU BEEN WORKIN' FOR 'CADILLAC' TENREC AND THE GRAPEVINE SAYS HE TAUGHT YOU TO DRIVE HIS...





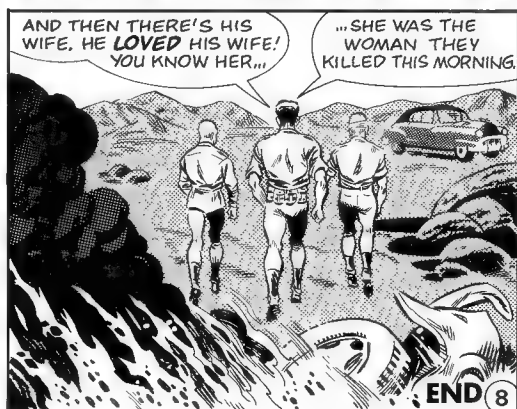
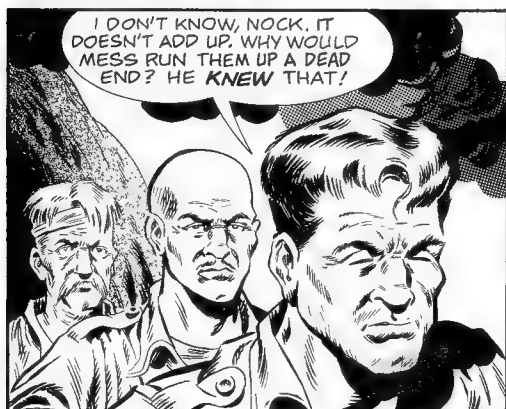
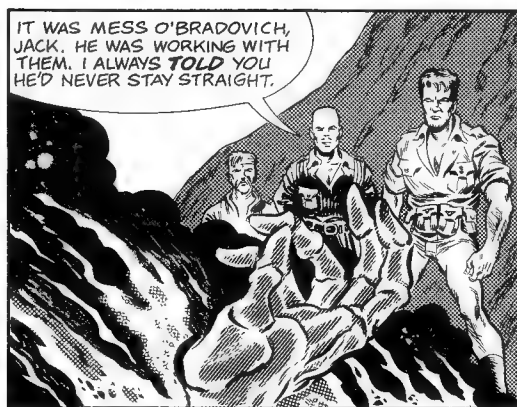












# XENOZOIC EXPRESS

## A NECESSARY COMIC

Please let me convey my gratitude and congratulations to Mark Schultz for his having delivered one of the scant handful of *necessary comics*, *Xenozoic Tales*.

On this book's account, I find my childhood interest in dinosaurs reawakened with a vengeance—this, I suspect, because of Schultz's tendency to deploy the creatures not for sensational effect, but rather as integral devices at the service of storytelling. His human players, too, seem like a lot worth getting to know.

Closet-case dyslexic punster that I am, I at first misread the title as *Xenophobic Tales* and came near dismissing it as yet another *Rambo* send-up. Can't tell you how glad I am that I stopped for a closer look—the yarns represent a savvy blend of compelling visual sweep, narrative thrust with the right touch of ironic contrivance, and the worthy old Cooper-Schoedsack-Rose (*King Kong*, & c.) equation of Distance / Difficulty / Danger.

The *Xenozoic* art's reminiscent qualities of this or that acknowledged master are beside the point. Whatever Schultz's degree of homage, I have yet to see him lapse into the novelty of pastiche. His clearer purpose, I believe, is plain tale-spinning—a rare value, and one which I pray he will continue to practice.

**Michael H. Price**

400 W. 7th St., Fort Worth TX 76102

You sent a chill down our spines with that "Xenophobic Tales" crack. Did you by chance copyright it? If not, expect to see it on the stands any day now. Many thanks for your comments.

## LIKES THE FORMAT

After finishing *Xenozoic Tales* 1 and 2, I was impressed with the art and storytelling. I like the format of two or three stories per issue and so far, the stories are reminiscent of *The Twilight Zone*. Keep the ironical twists at the end of each story. It really adds effect to the book. I was wondering when other "human" survivors were going to show up. It seems logical that there would be some mutations. How about some stories dealing with the beginning of the global catastrophe? I look forward to issue 3.

**Kevin Zawicki**

5454 S. 25th St. Milwaukee WI 53221

Your comment about "mutations" sounds suspiciously like a veiled hint for a super hero.

We'll give you the benefit of a doubt there, but let it be known that plans don't call for that particular bit of mumbo-jumbo. The groundwork is being laid in this very issue for the lowdown on the cataclysm, and we're also featuring some strange creatures who aren't exactly mutations, but fully evolved beings.

## REALISTIC & INTERESTING

Although we're having some difficulty getting Kitchen Sink titles distributed on time over here, I've managed to get a copy of *Xenozoic Tales*, and I'm glad I did. I was worried that the book, and, particularly, Mark Schultz personally, had received too much pre-publication hyperbole, but the book's lived up to expectations. When I first flipped through it, I thought that Schultz was giving us a set of unconnected stories, which would have been okay, but I was glad to see that you're sticking with the same central themes and characters, as they are very interesting and warrant thorough investigation.

This meeting-of-times idea is sort of the ultimate time-travel story, yet there's not really a science fiction feel to things, more of a '50s adventure atmosphere. Starting off with a whole new world has the disadvantage of being very taxing on the creator. However, if the writer is up to this task, then it has the advantage of the sort of consistency, yet infinite and unbounded potential that using a pre-set background couldn't have. This is what's happening here—Schultz is making the rules and establishing his own framework. It's all working very well, and, incidentally, the *Alien Fire* title is a similarly successful example of this.

I won't spend ages going into the specifics of the tales Schultz spins, other than to say that they were well up to standard, and that, most important, the people therein were realistic and interesting. The relationship between Jack and Hannah promises to be the focus, as far as the in-

dividuals go, and promises to be well worth watching.

Finally, thanks to all for giving me another title in my 'X' file to join those merry mutants! It even precedes them, alphabetically.

**Malcolm Bourne**

87 Greenfield Gardens, Cricklewood, London NW2 1HU

## A COUPLE QUESTIONS

What can I say about *Xenozoic Tales* that hasn't been said? Mark Schultz's artwork has a sort of '50s style that really works with his stories. The plotlines are good and well thought out—with a *Twilight Zone* ending. It's great!

No. 2 was slightly better than the first issue. The stories seemed to have a loose connection. I liked Jack's attitudes: he watches out for people and animals and helps brings about the end of those who don't. He and Hannah make a good team, and they should make for some interesting future issues.

A couple detail questions here. What is the induction scoop and the pipes for on the Cadillac? Do Jack's cars have other modifications besides the tires? Also, considering the cars would have to be at least 70 years old, why haven't they rusted out?

Keep it up Mark; I'll be here as long as you are.

**Noel Tominack**

149 E. Jenkins Lane, Indian Head MD 20640

All we can say about your questions is: wait and see, and all will be revealed. Not satisfactory, right? Well, the induction scoop and pipes have to do with Jack's special fuel—dinosaur guano. Naturally, there would have to be some modifications under the hood and in the gas tank for this special high-powered methane-type fuel. It is quite possible that some of the technology will show up in a story at some point. The Cadillacs and other vehicles Jack drives are not just 70 years old, but over 400 years old. All we're saying at



# XENOZOIC EXPRESS

this point is that to prevent oxidation, one must, in the main, protect against oxygen. That's all Mark Schultz is saying on the subject right now. Thanks for your interest and loyalty.

## A MODERN VENICE

*Xenozoic Tales* is great! I really liked seeing three self-contained short stories, with interconnected characters and character developments. The characters are all realistic, with solid personas and motives. When I first heard the idea behind *Xenozoic Tales*, I imagined a world of skyscrapers next to a settler's cottage. I do like seeing New York swamped, making it a modern Venice. So far, all the humans seem to be of the same time period. Is this true, or is it that everyone has integrated to a large degree?

Issue one was quite excellent, combining good writing and superb realistic art. I enjoyed the three different types of themes presented in the short stories. Short stories have been abused often lately, but Mark Schultz's were well done. I think there is a lot of growing that can be done with this world, and I just wanted to say: 'Be Careful.' There is a lot of expansion possible here, but don't expand beyond reasonable grounds, creating a grand deluge of people and places that few will be able to remember. I am definitely looking forward to the next issue! I just hope you can maintain the great quality of this comic.

By the way, that is a fantastic last name you have. The vocalization is music! I've heard that many geniuses have had the name "Schultz."

**Jeff Schultz**

9916 Old Marriottville Rd., Randallstown MD 21133

With all those compliments, we can only agree that if the Schultz clan is not spotted with genius, at least the name carries with it a presumption of good taste. As to your question, the humans that have been featured so far are all survivors of the great cataclysm who went underground when the Earth started to pop. When they came to the surface, they found the world they had left behind radically changed. Their own changes might not be so obvious, at least to themselves, and not at the present time. But therein lies a story or two...

## FEELS COMFORTABLE

I've just read the first issue of *Xenozoic Tales* and I must say I'm impressed. Mr. Schultz is a great storyteller! So how come I've never heard of him? I recognize a lot of influences in his artwork, but it makes

me feel comfortable, actually; not like I'm being handed some bogus "rip off" artist's illustrations.

I like the "tales" aspect, too. An issue consisting of three concise, well-written short stories on an on-going theme beats out yet another issue-long installment of an epic forever-to-be-continued every time. I hope you'll retain the inside front cover for use as an introduction / synopsis / meet-the-characters page. It'd give an unpretentious, comfortable feel to the book.

Now, to the problem. Though there seems to be a sturdy scientific background going into the stories, I'm skeptical. 500 years of upheaval and turmoil seems an awfully short period of time for there to be prehistoric animals running around. I don't actually demand that sci-fi comics be believable, but can you offer an explanation for this improbable situation in an otherwise cohesive and fairly plausible premise?

I'm really looking forward to future stories.

**Jim Leonard**

75 Minabel Ave., Mill Valley CA 94941

Yes, we're asking for the suspension of disbelief here, possibly to a point where we're stretching credulity to the snapping point. But maybe not. Maybe there's some explanation. Not glib, but maybe logical. XENOZOIC TALES is presently in its third issue, and there's much to look at and probe before a final judgment can be made. Actually, we kind of hate to keep saying 'Wait and see,' but at this point, we have to beg that indulgence.

## MAJOR NEW SERIES

I thought that *Xenozoic Tales* No. 2 was very good, even if the first issue was better. What I like best about *XT* is the format of short stories presently used, though I would not be against a single story issue every now and then. I especially enjoyed "Mammoth Pitfall," mainly because Hannah got to play the hero's role and didn't need to be saved by Jack. My only complaint about issue two was the last story, "The Rules of the Game." For one reason or another, it didn't work for me, especially the ending of Jack and Hannah winding up back inside the mammoth.

That aside, *Xenozoic Tales* looks to be a major new series. I have to admit the price tag hurts my pocket change, but I think that *Xenozoic Tales*, along with *Border Worlds*, is worth the price.

**Kevin Hall**

PO Box 708, Castleswood VA 24224

## SCHULTZ INCREDIBLE

Mark Schultz is *incredible*! I'm knocked out by *Xenozoic Tales*. I wish I could draw that well!

**Sam Kieth**

California

Hyperbole aside, we appreciate your comment, Sam, and don't be surprised if you see it splashed all over our advertising some day. Sam Kieth was recently nominated for a Kirby Award, along with Matt Wagner, as the "Best Art Team" for their work on *MAGE*. Kieth's work is also on display in *DEATH RATTLE 3*, available from Kitchen Sink Press.

## VERY IMPRESSIVE

Let me tell you how much I enjoyed *Xenozoic Tales*. I found it to be outstanding. It is reminiscent of Wally Wood without swiping. Very impressive, indeed. I wish Mark Schultz continued success with it.

**Valentino**

Garden Grove CA

The creator of *NORMALMAN*, the above named individual's latest work is *VALENTINO, TOO*, a collection of some of his earlier work along with an autobiographical piece that is well worth the read. From Renegade Press.

## TOOTH SOME TRIO

Issue two of *Xenozoic Tales* had another trio of interesting and exciting stories. What they had in common is an air of unpredictability, surprise, and irony. Survival in this new world isn't just a matter of physical prowess—it is a matter of knowledge, judgment, common sense and luck. In "Rogue," Strunk's lack of knowledge of shivats (beyond their commercial work) cost him his life. In "Mammoth Pitfall," Hannah's lack of knowledge about mammoths and her lack of judgment in failing to heed Jack's advice combined to put them both in a very difficult situation. Finally, in "The Rules of the Game," Jack demonstrates his humanity—and a lapse in common sense—by agreeing to an insane race with a storm, and is bailed out by pure luck.

...You have created a weird and wonderful world, but I hope you do not limit our experience of it to seeing it through the eyes of just two people (no matter how interesting they are). Such a focus might narrow our view of the world too much—we would see it only in their terms.

**T.M. Maple**

Box 1272 Station B, Weston Ontario Canada M9L 2R9

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☐ Xenozoic Tales 1   ☐ XT 2   ☐ XT 3   ☐ XT 4  
☐ XT 5   ☐ XT 6   ☐ XT 7   ☐ XT 8 (Jan.)

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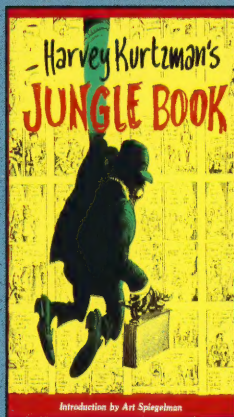
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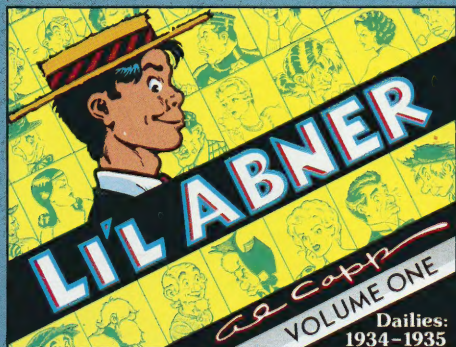
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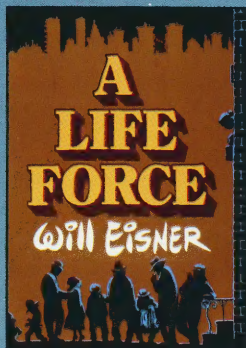
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